

Vivian Du

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Summary

Recent Berkeley graduate with an interest in game design and development and a focus in UI/UX.

Skills

Programming: C#, Python, Java, JavaScript, HTML/CSS

Tools: Unity, Figma, Jira, Confluence, GitHub, Plastic SCM, Aseprite, Adobe Photoshop

Languages: English (native), Mandarin (intermediate), French (basic), Japanese (basic)

Experience

Unity Game Developer, Bluebird Studios, *Remote*

May 2022–Present

- Create game UI prototypes in Figma
- Write scripts in C# for UI functionality including menu selections and overlays

Web Developer, U.C. Berkeley Linguistics Dept., *Berkeley, CA*

Aug 2021–May 2022

Research apprentice for linguistics undergraduate research program, create a language learning website for Meoramuni, a Yaeyaman language from Ishigaki ([website](#), [github](#))

- Develop website using HTML/CSS, JavaScript and design website layout, create educational graphics for lessons

CS61BL Lab Assistant, U.C. Berkeley EECS Dept., *Berkeley, CA*

July 2020–Aug 2020

Course staff for U.C. Berkeley's CS61BL class: Data Structures

- Help students with programming and conceptual coursework, including labs and projects in Java

Projects

Don't Wake Up ([published on itch.io](#), [github](#))

Mar 2022–May 2022

2D horror pixel platformer made in Unity2D with a team of 4 based on physics-based movement and interaction

- Created pixel art sprites, animations, and level design
- Wrote scripts in C# for player and enemy movement, UI/UX design
- Worked in a team to write a game design document and documentation

Luminescence ([github](#))

2D pixel puzzle game made in Unity2D with a team of 3 for a university course game jam

Feb 2022

- Created pixel art sprites and animations
- Wrote scripts in C# for player/environment interaction
- Responsible for UI/UX design

Education

University of California, Berkeley

Aug 2018–May 2022

Bachelor of Arts in Data Science with a Cognition Concentration

Bachelor of Arts in Linguistics